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Relevance scale ☐ ☐ ☐ ☐ ☐**21** [Technical correspondence: The paradigm of open C++](#)

Boris Sunik

June 2003 **ACM SIGPLAN Notices**, Volume 38 Issue 6Full text available: [pdf\(1.34 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#)

Open languages are a new class of formal languages initially defined in [Sunik]. A language of this class combines the grammar of an object-oriented programming language with the universality of a natural language. This work details Open C++ based on the syntax and the conceptual system of C++.

Keywords: C++, language, object-oriented programming, programming language**22** [Correction and analysis: Correcting common distortions in camera-imaged library materials](#)

Michael S. Brown, Desmond Tsoi

May 2003 **Proceedings of the third ACM/IEEE-CS joint conference on Digital libraries**Full text available: [pdf\(2.68 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present a technique to correct image distortion that can occur when library materials are imaged by cameras. Our approach provides a general framework to undo a variety of common distortions, including binder curl, fold distortion, and combinations of the two. Our algorithm is described and demonstrated on several examples.

Keywords: digital collections, distortion removal**23** [The Metaverse: a networked collection of inexpensive, self-configuring, immersive environments](#)

C. Jaynes, W. B. Seales, K. Calvert, Z. Fei, J. Griffioen

May 2003 **Proceedings of the workshop on Virtual environments 2003**Full text available: [pdf\(1.54 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Immersive projection-based display environments have been growing steadily in popularity. However, these systems have, for the most part, been confined to laboratories or other special-purpose uses and have had relatively little impact on human-computer interaction or user-to-user communication/collaboration models. Before large-scale deployment and adoption of these technologies can occur, some key technical issues must be resolved. We


address these issues in the design of the *Metaverse*. ...

24 Experience reports: testing and fault correction: Requirements discovery during the testing of safety-critical software

Robyn R. Lutz, Inés Carmen Mikulski

May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Full text available:  pdf (650.94 KB)

 [Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes the role of requirements discovery during the testing of a safety-critical software system. Analysis of problem reports generated by the integration and system testing of an embedded, safety-critical software system identified four common mechanisms for requirements discovery and resolution during testing: (1) Incomplete requirements, resolved by changes to the software, (2) Unexpected requirements interactions, resolved by changes to the operational procedures, (3) Requirem ...

25 Session 1: Noise and Timing Issues in Interconnect Prediction: Error-correction and crosstalk avoidance in DSM busses

Ketan N. Patel, Igor L. Markov

April 2003 **Proceedings of the 2003 international workshop on System-level interconnect prediction**

Full text available:  pdf (104.45 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Aggressive process scaling and increasing clock rates have made crosstalk noise an important issue in VLSI design. Switching on adjacent wires on long bus lines can increase delays and lead to logic faults, particularly when adjacent lines switch with opposite transitions. At the same time system-level interconnects have also become more susceptible to other less predictable forms of interference such as noise induced by power grid fluctuations, electromagnetic interference, and alpha particle r ...

Keywords: DSM busses, bus encoding, crosstalk noise, error-correction

26 Electronic information security documentation

Peggy Fung, Lam-for Kwok, Dennis Longley

January 2003 **Proceedings of the Australasian information security workshop conference on ACSW frontiers 2003 - Volume 21**

Full text available:  pdf (184.39 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Effective security management depends upon good risk management, which is itself based upon a reliable risk assessment, involving data collection of all the facets influencing system risk. Such data collection is often an extremely onerous task, particularly if a substantial proportion of the required information is not adequately documented. Hence comprehensive, updated information security documentation is a keystone of good information security management. Whilst the recently emerging informa ...

Keywords: information security documentation, information security management, information security standards, risk analysis

27 Session 7: content watermarking: Missing data correction in still images and image sequences

Raphaël Bornard, Emmanuelle Lecan, Louis Laborelli, Jean-Hugues Chenot

December 2002 **Proceedings of the tenth ACM international conference on Multimedia**

Full text available:  [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The ability to replace missing data in images and video is of key importance to many application fields. The general-purpose algorithm presented here is inspired by texture synthesis techniques but is suited to any complex natural scene and not restricted to stationary patterns. It has the property to be adapted to both still images and image sequences and to incorporate temporal information when available while preserving the simplicity of the algorithm. This method gives very good results in v ...

Keywords: constrained synthesis, image and video processing, non-stationary and non-parametric Markovian models, restoration

28 Emerging applications: Almost entirely correct mixing with applications to voting 

Dan Boneh, Philippe Golle

November 2002 **Proceedings of the 9th ACM conference on Computer and communications security**

Full text available:  [pdf\(199.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In order to design an exceptionally efficient mix network, both asymptotically and in real terms, we develop the notion of almost entirely correct mixing, and propose a new mix network that is almost entirely correct. In our new mix, the real cost of proving correctness is orders of magnitude faster than all other mix nets. The trade-off is that our mix only guarantees "almost entirely correct" mixing, i.e it guarantees that the mix network processed correctly all inputs with high (but not overw ...

Keywords: electronic voting, mix networks

29 Session C5: interactive techniques: A case study on the applications of a generic library for low-cost polychromatic passive stereo 

Simon Stegmaier, Dirc Rose, Thomas Ertl

October 2002 **Proceedings of the conference on Visualization '02**

Full text available:  [pdf\(9.82 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Active stereo has been used by engineers and industrial designers for several years to enhance the perception of computer generated three-dimensional images. Unfortunately, active stereo requires specialized hardware. Therefore, as ubiquitous computing and teleworking gain importance, using active stereo becomes a problem. The goal of this case study is to examine the concept of a generic library for polychromatic passive stereo to make stereo vision available everywhere.

Keywords: OpenGL, preloading, stereo graphics

30 Session P11: visualization systems and image-based visualization: Scalable alignment of large-format multi-projector displays using camera homography trees 

Han Chen, Rahul Sukthankar, Grant Wallace, Kai Li

October 2002 **Proceedings of the conference on Visualization '02**

Full text available:  [pdf\(1.38 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents a vision-based geometric alignment system for aligning the projectors in an arbitrarily large display wall. Existing algorithms typically rely on a single camera view and degrade in accuracy¹ as the display resolution exceeds the camera resolution by several orders of magnitude. Naïve approaches to integrating multiple zoomed camera views fail since small errors in aligning adjacent views propagate quickly over the display surface to

create glaring discontinui ...

Keywords: automatic alignment, camera-based registration and calibration, camera-projector systems, display wall, evaluation, large-format tiled projection display, scalability, simulation

31 Session C5: interactive techniques: Case study: the "Office of Real Soon Now" for visualization 

Samuel P. Usselton

October 2002 **Proceedings of the conference on Visualization '02**

Full text available:  pdf(257.51 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As part of a larger effort exploring alternative display systems, Lawrence Livermore National Laboratory has installed systems in two offices that extend and update the previously described "Office of Real Soon Now" project to improve the value for visualization tasks. These new systems use higher resolution projectors driven by workstations that run Unix-based applications via Linux and support hardware-accelerated 3D graphics, even across the boundary between displays.

Keywords: display, panoramic image display, projection

32 Poster session: Error correction in a Chinese OCR test collection 

Yuen-Hsien Tseng

August 2002 **Proceedings of the 25th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available:  pdf(126.00 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


This article proposes a technique for correcting Chinese OCR errors to support retrieval of scanned documents. The technique uses a completely automatic technique (no manually constructed lexicons or confusion resources) to identify both keywords and confusable terms. Improved retrieval effectiveness on a single term query experiment is demonstrated.

Keywords: Chinese, confusing pair, error correction, term clustering

33 Session 9A: applications in commerce: A multi-agent platform for a corporate semantic web 

Fabien Gandon, Laurent Berthelot, Rose Dieng-Kuntz

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3**

Full text available:  pdf(376.01 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe the technical choices and the design of a multi-agents software architecture to manage a corporate memory in the form of a corporate semantic web. We then present our approach to tackle a distributed memory and distributed queries.

Keywords: MAS architecture, distributed knowledge management, ontology, semantic web

34 Information access and retrieval: Information retrieval and spelling correction: an inquiry into lexical disambiguation 

Patrick Ruch

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**Full text available:  pdf(339.20 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In a preliminary study, we show the effect of spelling errors on an ad hoc information retrieval task. Then, we report on the comparison of different strategies for correcting spelling errors resulting in non-existent words. Unlike interactive spelling checkers, where usually only the left context is available, the system we developed takes advantage of the entire context surrounding misspelling. Moreover, unlike traditional systems, based exclusively on a string-to-string edit distance and a wo ...

Keywords: information retrieval, lexical disambiguation, part-of-speech tagging, spelling correction, statistical language model, string edit distance

35 Incremental Diagnosis and Correction of Multiple Faults and Errors

A. Veneris, J. Liu, M. Amiri, M. Abadir


March 2002 **Proceedings of the conference on Design, automation and test in Europe**

Full text available:  pdf(164.26 KB) Additional Information: [full citation](#), [abstract](#)
 [Publisher Site](#)

An incremental simulation-based approach to fault diagnosis and logic debugging is presented. During each iteration of the algorithm, a single suspicious location is identified and fault modeled such that the functionality of the new design becomes "closer" to its specification. The method is based on a simple and, at a first glance, counter-intuitive theoretical result along with a number of heuristics which help avoid the exponential complexity inherent to the problems. Experiments on multiple design ...

36 Spoken dialogue technology: enabling the conversational user interface

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Full text available:  pdf(987.69 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Spoken dialogue systems allow users to interact with computer-based applications such as databases and expert systems by using natural spoken language. The origins of spoken dialogue systems can be traced back to Artificial Intelligence research in the 1950s concerned with developing conversational interfaces. However, it is only within the last decade or so, with major advances in speech technology, that large-scale working systems have been developed and, in some cases, introduced into commerc ...

Keywords: Dialogue management, human computer interaction, language generation, language understanding, speech recognition, speech synthesis

37 Display Devices: Balance NAVE: a virtual reality facility for research and rehabilitation of balance disorders

Jeffrey Jacobson, Mark S. Redfern, Joseph M. Furman, Susan L. Whitney, Patrick J. Sparto, Jeffrey B. Wilson, Larry F. Hodges

November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available:  pdf(374.07 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


We are currently developing an immersive virtual environment display for research into the rehabilitation of balance disorders, called the Balance NAVE (BNAVE). Using this system, the therapist can create varying degrees of sensory conflict and congruence in persons with balance disorders. With the capability of changing visual scenes based on the needs of the

therapist, the BNAVE is a promising tool for rehabilitation. The system uses four PC's, three stereoscopic projectors, and three rear-pro ...

38 Papers: Off the wall: Focus plus context screens: combining display technology with visualization techniques

Patrick Baudisch, Nathaniel Good, Paul Stewart

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Full text available:  pdf (1.39 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Computer users working with large visual documents, such as large layouts, blueprints, or maps perform tasks that require them to simultaneously access overview information while working on details. To avoid the need for zooming, users currently have to choose between using a sufficiently large screen or applying appropriate visualization techniques. Currently available hi-res "wall-size" screens, however, are cost-intensive, space-intensive, or both. Visualization techniques allow the user to m ...

Keywords: Display, fisheye view, focus plus context screen, mixed resolution, overview plus detail, video projector

39 Session P6: displays and color maps: PixelFlex: a reconfigurable multi-projector display system

Ruigang Yang, David Gotz, Justin Hensley, Herman Towles, Michael S. Brown

October 2001 **Proceedings of the conference on Visualization '01**

Full text available:  pdf (1.37 MB) 

[Publisher Site](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper presents *PixelFlex* --- a spatially reconfigurable multi-projector display system. The *PixelFlex* system is composed of ceiling-mounted projectors, each with computer-controlled pan, tilt, zoom and focus; and a camera for closed-loop calibration. Working collectively, these controllable projectors function as a single logical display capable of being easily modified into a variety of spatial formats of differing pixel density, size and shape. New layouts are automatically ...

Keywords: camera-based registration and calibration, large-format projection display

40 Reliable group rekeying: a performance analysis

Yang Richard Yang, X. Steve Li, X. Brian Zhang, Simon S. Lam

August 2001 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2001 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 31 Issue 4



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